
Framerate slowing down with very simple program

Posted by Jeff - 2008/08/28 21:55

Here is a program I wrote:

```
extern void object::test()
{
....object item;
....while(true)
....{
.....item=radar(WheeledShooter);
.....turn(direction(item.position));
.....if (this.category == AlienAnt && distance(this.position,item.position) < 12)
.....{
.....fire(item.position);
.....}
....}
}
```

When I run it in CeeBot, the framerate drops dramatically; the program just gets slow. Where is the problem?

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Re:Framerate slowing down with very simple program

Posted by OttoDeveloper - 2008/08/28 22:45

At each frame, this program will be repeated indefinitely, until the maximum limit of intructions per frame (5000) is reached. At the end of the while loop, just add `wait(0.01)`, and the problem is solved. After each control loop, there should be a small `wait()` in order to allow CeeBot to get to the next frame.

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